

INTRODUCTION

It is the Age of Conquest, three centuries before the events of Game of Thrones.

Westeros stands as a fractured continent, with seven warring kingdoms jostling each other for power and dominance. Now, a new enemy has invaded from Old Valyria, bringing with them fire and blood. The time is ripe to establish yourselves as the strongest Kingdom of the realm and unite Westeros under your banner.

Claim victory in this continent-spanning war and forge the Iron Throne!

Aegon's Conquest is a medieval fantasy themed tabletop game created by DDE Adventures. Each team in Aegon's Conquest represents one of eight lordly

Houses of the fractious continent of Westeros, each portrayed by four major personalities: the Lord, the Heir, the Knight, and the Maester. The goal of each team is to claim the Iron Throne of Westeros by having the most Power at the end of the game

Power is gained by conquering neighboring lands and uncovering ancient relics.

Power is lost when a House betrays another by revealing one of their dark secrets.

Aegon's Conquest is also a megagame.

Amegagame is a tabletop game involving a large number of players and administrators whose interactions with each other contribute in aggregate to the greater overarching story.

Aegon's Conquest is a strictly competitive endeavor with tightly defined rules and player options.

The game aligns its players into eight major factions of four players each with the ultimate goal to have the most points by the end. It encourages face-to-face diplomacy, tactical play, secret dealings, betrayal, and heartfelt roleplaying. The game is based on the history and deep lore as presented in the *A Song of Ice & Fire* literary series, though knowledge of this source material is not needed to play or run this game.

This document aims to provide all of the tools and guidelines necessary for a small group of ambitious people to run this megagame.

The rules herein assume a do-it-yourself attitude.

The document gives suggestions on how to make the materials and accessories needed to play the game on your own, but still requires a lot of hard work and effort.

Running Aegon's Conquest is not for the novice game master and requires a large amount of printing, accessory gathering, and setup.

This document is created for the administrators and Game Masters running this game

If you are looking to be a player in Aegon's Conquest, focus on the **Factions & Roles** section, as well as the section connected with the role you are planning on playing.

On their surface, the game mechanics of Aegon's Conquest appear simple.

Each player type has their options and available actions summarized on one side of standard size paper. However, the game reveals itself to be deeply complex and nuanced in the interactions between all players.

Major actions of the players have rippling effects throughout their own faction, called a House, as well as their competitors.

One pull off the thread or one bad misstep can haveechoing repercussions. In this way,Aegon's Conquest encourages a gamingexperience where communication skillsand social interactions are of utmostimportance.

The game is divided into Rounds during which time each player will have opportunities to wheel and deal and ply their craft for the good of their House.

The Lord players confer at a table to trade resources, make alliances, and outmaneuver their opponents in the courts. Knight players pour over a table to rally military forces in intense tactical combat.

Maester players advance their available technology, uncover and manipulate secrets, and plot out beneficial marriages

Heir players travel frantically to wherever they are needed most, relaying information between team members and trying to do a little bit of everything at each table.

The optional ninth faction, the Night's Watch, act as manipulative bullies revealing damaging secrets about the eight warring Houses until an heir decides to renounce his or her House and join the Night's Watch team.

Aegon's Conquest is a competitive environment with defined boundaries.

As such, the role of administrators called Game Masters is that of a referee

Unlike many other megagames, *Ageon's Conquest* only requires a few people to watch over the proceedings, answer questions, and make the rare rules adjudications.